

Lesson 2: Trumps

General

Some of the kids may have been asking about playing with trumps, and you've had to say that we will get to it. Now we're there!

Practice the names in advance. How many can you remember? Ask, and get them to be active in remembering names. Everyone can be conscious of at least learning the names of everyone at their own table, and preferably a few more.

Plan for the day

1. Set the mood: Ask about this and that. Anyone at home who is curious about bridge?
2. Repeat what we've learned: Tricks. Follow suit. Partner (How to collaborate? When playing are you allowed to talk about the cards?). Dealer. Leading.
3. Today's theme: Trumps. [Video link](#) (2:27 min). NB! Check that the video (both audio and video) is ready in advance. Ask for silence before you start playing.
4. What are trumps? A super suit that beats everything. Any suit can be trumps.
5. Who decides the trumps? Trumps are determined by the bidding (we will learn this in two weeks), but now we will take it in turns to choose trumps. The player to the right of the dealer decides in collaboration with partner.
6. You'd like 8 cards in total. It is a good idea to choose the suit in which you have the most cards in total as trumps, and a minimum of eight (8) cards in total in the trump suit.
7. The pair pick trumps by discussing: "My longest suit is hearts" "It doesn't fit so well for me, but I have six spades." This method is similar to a bidding sequence.
8. Remember! Follow suit! The usual rules for tricks still apply: You must always follow suit, if you can. You can play a trump:
 - a) When you are out of the suit that is being played.
 - b) If you want to lead a trump to a trick, then all players must play a trump, if they have one. If two or more players play a trump to a trick, the winner is the player with the highest trump.
9. Divide into tables of 4.
10. Play Lesson 2. Number the tables. Add a column to the scoreslip for trump. Let them write the result on the scoreslip according to established routines.
11. Beware: If one player trumps, the rest of the players must still follow suit. What happens if more people trump on the same trick?
12. Extra tasks (if any are early finishers): BridgeMaster Level 1: A-3, A-6 or an extra board.
13. Wrap up and summarise. Remind them of any rules for tidying up. Everyone put away their own chair/table?

Tip of the day for assistants

Many trumps in the two hands are better than high trump cards.

Don't prompt them to take out trumps (we learn that in lesson 7), let them experience trumping, let them wonder together if it could have been avoided.

Ending

Make sure you have a good summing up. Thank you for today.